WARRANTY

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MODEL 60-039

TIGER ELECTRONIC LCD GAME

THE SIMPSONS™

6003900011WTI-01

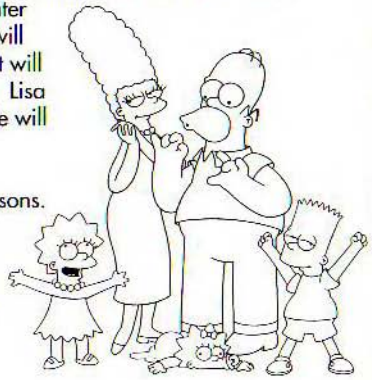
LET THE GAMES BEGIN!

The Springfield Nuclear Power Plant, where Homer works, is having its annual company picnic. There will be a series of contests for the employees and their families. So Homer, Marge, Bart, Lisa, and Maggie will all be entered in various contests and races. There's a pie-eating contest, a sack race, a frog-jumping contest, a bicycle race, and a baby crawling race. But Homer and his family can't do it alone. They need YOUR help!

OBJECT OF THE GAME

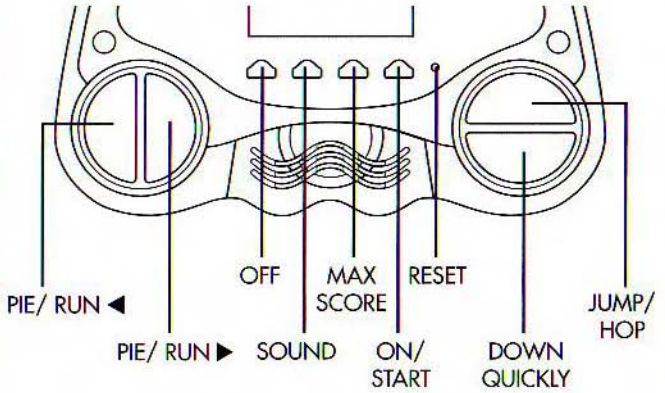
"HELP HOMER, MARGE, BART, LISA, AND MAGGIE!"
There are 5 stages of play. In each stage is a racing game where each member of the Simpson family will take turns in an event. Homer, Marge, Bart, Lisa, and Maggie will each try to win a different event! Homer will enter a pie-eating contest. Marge will enter a potato sack race. Bart will enter a frog-jumping contest. Lisa will enter a bike race. Maggie will enter a crawling race.

You play as each of the Simpsons. You will score a 100-point bonus for completing each stage. Try to win each race for them. Try to set new high scores, too!



HOW TO PLAY

"5 RACES — 5 SPECIAL CHALLENGES!"



ON/ START - to start the game.
- to start each stage.

MAX. SCORE - to display the maximum score immediately after the game is completed or during the pause between stages.

SOUND - to control sound: on or off.

OFF - to turn off the unit. The unit also shuts off after three minutes of no action.

JUMP/HOP
- **Marge** - Jump.(Level 2)
- **Bart** - Jump over the obstacle.(Level 3)
- **Lisa** - Jump over the obstacle.(Level 4)
- **Maggie** - Jump over the obstacle.(Level 5)

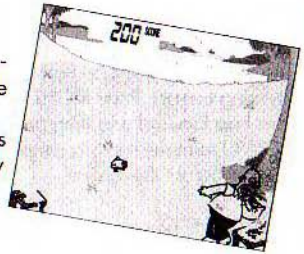
DOWN QUICKLY - **Bart** - Make a frog jump farther.(Level 3)

PIE/ RUN ◄ - **Homer** - Take a pie and eat faster from the left table.(Level 1)
- **Lisa** - Move faster if alternately pressing ◄ and ► button.(Level 4)
- **Maggie** - Move faster if alternately pressing ◄ and ► button.(Level 5)

PIE/ RUN ► - **Homer** - Take a pie and eat faster from the right table.(Level 1)
- **Marge** - Hop forward faster.(Level 2)
- **Bart** - Hop forward.(Level 3)
- **Lisa** - Move faster if alternately pressing ◄ and ► button.(Level 4)
- **Maggie** - Move faster if alternately pressing ◄ and ► button.(Level 5)

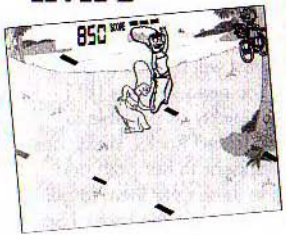
Press the ON/START button to turn on the game. The maximum score is displayed. Press the ON/START button again to begin the game from stage 1.

LEVEL 1



The first contest will be Homer in a pie-eating contest. Homer will have a table on each side of him stacked up with pies. Press LEFT or RIGHT as quickly as possible to eat pies! Pies will randomly appear on both the table on the left and the table on the right! You will have 45 seconds to finish the stage.

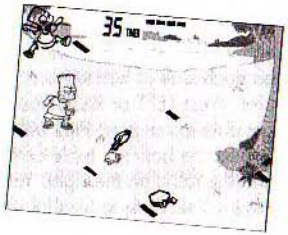
LEVEL 2



The second contest will be Marge in a potato sack race. Marge will hop forward on the screen to race. Press "JUMP" button to make Marge jump. However, if you want her to hop faster, press JUMP and then press RIGHT as quickly as possible to make Marge hop faster. You will have 60 seconds to finish the race.

LEVEL 3

The third contest will be Bart in a frog-jumping contest. Press RIGHT to make Bart hop forward and then press DOWN to make his frog jump from left to right across the screen!



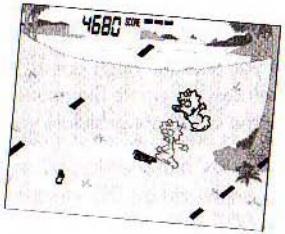
Press RIGHT as quickly as possible to make Bart jump faster! You will have 75 seconds to finish the race.

LEVEL 4

The fourth contest will be Lisa in a bicycle race. You need to press LEFT and RIGHT as quickly as possible to make Lisa bike faster! Rocks, sticks, and garbage will appear in her path and she will have to jump over them to get the best possible time in the race. Lisa will have 90 seconds to finish the race.

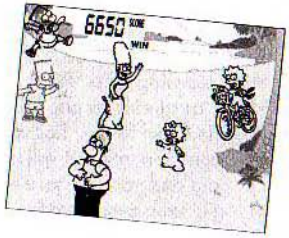
LEVEL 5

The fifth contest will be Maggie in a baby crawling race. Press LEFT and RIGHT as quickly as possible to make Maggie crawl faster! Rocks, sticks, garbage (and frogs!!!) will appear in her path and you will have to have Maggie jump over them to get a good time! Maggie will have 105 seconds to finish the race.



The game pauses after each level. Press the ON/START button to start the next level when you are ready. After a GAME OVER, press the ON/START button to start a new game from Level 1. Use the OFF button to turn off the game after play. But don't worry if you forget because the game also shuts off automatically after 3 minutes of no action!

If you score enough points, then you will see the whole Simpsons family come out to congratulate you!



EARN POINTS FOR PLAYING!

LEVEL 1

You will receive 40 points for each pie Homer eats. You will lose 5 points if a frog get a pie before he does! You will also receive 100 bonus points for finishing this stage!

LEVEL 2

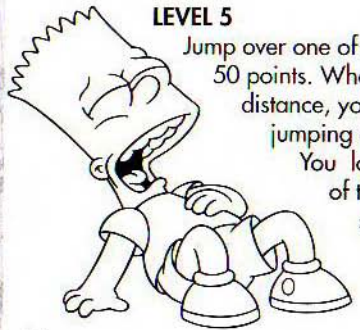
You will lose 5 points each time Marge crashes into Lisa on her bicycle. Successfully escaping the bicycle will score you 5 points. You will receive 10 points when you press the JUMP button and will also receive 10 points when you press the RIGHT button once. As you race, once you've acheived a certain distance, you will then receive 20 points when you press the JUMP button and will also receive 20 points when you press the RIGHT button once. You will also receive 100 points for finishing the race.

LEVEL 3

Jumping over a rock will score 50 points. When Lisa rides her bicycle crossing the road, a frog will be scared! The frog will then jump from left to right across the screen. Using Bart to successfully make a frog jump will get you 20 points. You will also receive 100 points for finishing the race.

LEVEL 4

Jumping over each of the obstacles will score 50 points. When Lisa has achieved a certain distance, you will get a 100 points when jumping over the obstacles! You will lose 5 points when hitting one of the obstacles. You will receive 100 points for finishing the race.

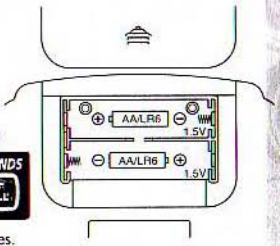


LEVEL 5

Jump over one of the obstacles or frog to score 50 points. When she reaches a certain distance, you will get a 100 points when jumping over the obstacles or frogs! You lose 5 points when hitting one of the obstacles. You also will score 100 bonus points for finishing the race.

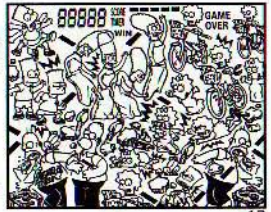
INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "—" as shown.



TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

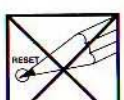


RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.

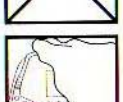
CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department,
1000 N, Butterfield Road, Unit 1023,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$10. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department,
1000 N, Butterfield Road, Unit 1023,
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.